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Number 1

May 14, 1978

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BREW AND REEFER is a monthly diplomacy 'zine published by Roy Smith, 64 Addicks Rd., Westwood, NJ, 07675. At the present it carries no games, but hopefully that will change, the quicker the better. Subs are available for 1% per page plus postage. There is no gamefee for playing dinnv, but do require a \$2.00 deposit which will be refunded at the conclusion of the game to all of the survivors, or to a player when he is eliminated from the game, whichever comes first. Free samples are available for a stamp (No SASE's, please). If you are reading this then you must have been on my list of people who got this without sending me a stamp. Aren't you lucky. If we publish a 'zine which comes out reasonably on time, then trades are welcome. Unfortunately, this restriction eliminates about half of the 'zines in the hobby. Which brings me to a very important point. Why should you sub to my 'zine? All I can say in my defence is that I am not a new-commer to this business. For the past year or so, I have been a guest-GM and assistant editor of THE WARMONGER. This means that I am aware of what it takes to get things put together and typed up within a couple of days of the game deadline.

Reproduction will be mimeo. I have my own mimeo so that should eliminate the problems encountered with outside printers. This issue is being typed up on my Olivetti Lexilon 82. Being a portable, it does not really have enough power to cut mimeo stencils, which is why this will not be very dark when I run it off. This is only for the summer, though. As soon as school starts again, I will move over to computer cut stencils. Computer text editing has the advantage that you can make corrections/deletions/additions/changes with a comand to the computer, instead of with an eraser or correction fluid, and once you are satisfied with the page; the computer prints it out without any typing mistakes. Of course there is the disadvantage that most teletypes can only print in upper case. Such is life.

I hope to average about four to six pages per issue. I will run as many dinnv games as people are willing to play in, letters, articles, and assorted things 'borrowed' from different sources as I see fit. Press is highly encouraged. I do reserve the right to edit anything sent to me for publication but I will try not to exercise this right too much. As a general rule, I will not edit press unless I feel that it is grossly obscene, racist, or without any 'redeeming social value'. Any articles printed will be rewarded with sub credit at the rate of \$1.00 per printed page. Any letters printed will be given credit at the rate of 50¢ per printed page. This is because I feel that it is easier to write a letter than to write an article. Press will not recieve any monetary reward, just my thanks.

BREW AND REEFER HOUSE RULES

- 1) Everything stated in RULES FOR DIPLOMACY (1971 Edition) is in effect with the following changes, additions, and deletions.
- 2) The game ends when one player has 18 Supply Centers, one player is voted the winner, two or more players are voted the winners (aka a draw), or the Supply Center count stays the same for three consecutive years, in which case all surviving players draw. All votes must be unanimous, with the GM getting a vote. This is another way of saying that the GM has the option to disregard any proposal which he feels is ridiculous, such as a draw excluding a 15 center country.
- 3) Country assignments will be decided by the method of preference lists.
- 4) Deadlines will be set by me. Deadlines will usually be 3-4 weeks, and I will usually have 2 turns per game year. Autumn retreats, Winter builds/removals, and Spring moves will be one turn, and Summer retreats and Fall moves will be the other. Requests to separate Winter and Spring will usually be honored, especially early in the game.
- 5) All sets of orders must be on separate pieces of paper, at least 3" x 5", written or typed legibly, and must include the game date and season, boardman number, country name, player name, calendar (real) date, and the players signature. Phoned-in orders are acceptable, as are orders sent by telegram, or any other sort of communication you wish to use. However, in the interest of your protection, as well as mine, mailed orders are preferred.
- 6) Absolutely no responsibility is taken by me for the ineptness of the postal service, phone company, Western Union, ect. All responsibility for getting orders in on time rests with the player. NMR protection, in the form of permission to call collect, duplicate orders, general orders is encouraged.
- 7) Attempted deception of the GM will result in immediate expulsion from all games and forfeiture of all monies. All players will be expected to act like rational, intelligent, grown-ups, whether they are or not!
- 8) Any player who NMR's twice in a row, or four times in all will be dropped from that game, and will forfeit his deposit. If a player NMR's in 1901, neutral moves/builds/removals will be used. Units which are un-ordered reserve the right to retreat. Countries with four or less Supply Centers whose player is dropped or resigns may be placed in civil disorder or a new player may be assigned to the country, at the GM's discretion. Civil disorder removals will be made according to the following: furthest away from a home Supply Center, non-Supply Center provinces before Supply Center provinces, fleets before armies, by alphabetical order.
- 9) Any GM error not pointed out by the next deadline will stand.
- 10) Anything not covered by these houserules will be decided by the GM at the appropriate time.
- 11) It is necessary to maintain a sub in order to play in a dinky game.
- 12) These houserules may be changed at any time, with one issue's notice.
- 13) AT ALL TIMES IT IS TO BE REMEMBERED THAT DIPLOMACY IS A GAME, NOT A JOB!

DELIVERY IS EVERYTHING

By The Reverend E. D. Ladenheim

Brothers and sisters, will you gather around me please? Thank you very much. Dear friends, I'm not here to lighten your wallets, brainwash your children, or dance 'Hare Krishna'. I'm The Reverend E. D. Ladenheim and in the few moments that I have here I'd like to warn you all. Warn you about an insidious paralyzing blight which may be at this very moment infecting the bodies, minds, and souls of your loved ones. That evil blight to which I am refering is PINBALL, brothers and sisters. PINBALL! Oh Lord! Oh Lord! My poor body trembles at the awe-filled mintion of that dreaded word. But I must continue. Brothers and sisters, did you know that in the last preceeding year of our Lord in this humble city thousands of our youth fell prey to the icy chromium clutches of common pinball machines? With seductive chimes and seductively arousing movement, jangling bells and shamefully enticing, but dubious rewards; pinball loves to feed on young impressionable minds. It lures your children, and it anares them. They are then but mere slaves to its ungodly mechanical dominance. Oh Lord! Oh my friends! I've seen it happen countless times and now I've seen the light! An innocent child strides into a pinball emporium a stalwart, upstanding citizen only to be brutally assailed by Satan's minions. How many could resist such immoral temptation as is found there? Yet one quarter spent, and the child is lost forever. You see, it doesn't end with pinball. Sin breeds Sin! For to pay for his pleasure a boy will all too quickly turn to crime... and drugs... and the foul talk and shameless behavior that godlessness brings. And a fair lassie? If a girl does not meet the same end, she will likely go the route of prostituting her flesh... and the minds of all with whom she consorts just to sate her desire for the game. Game? GAME? Pinball is the pariah of games! I ask you and you and you and you (etc.) I ask all of you to aid me in my mission and by now you must surely know what it is. As Jesus overturned the moneychangers' tables so may you be guided as you vent your holy wrath -- God's wrath -- on the tools of Satan! Brothers and sisters... do you agree? (Shouts of Halleluyah!) You are the swords! As long as some decency remains in this world the struggle will continue, and I enlist your aid in this war against pinball. Friends, surely there is nothing greater to which we may in this world aspire. Halleluyah!

The preceeding originally appeared in LILAF, published by Thomas P. Gould, and was written by Eric D. Ladenheim, who to the best of my knowledge is not really a reverand. It is reprinted with Tom's permission.

As a general rule, I will only reprint things from other 'zines with the publisher's permission. I will, on the other hand, reprint things from commercial publications without said permission. I assume that since my press run is rather small compared to even the smallest of commercial publications, I am not posing a threat to their profits. Also, getting their permission would involve inordinate amounts of time, and possibly money.

IFORGOTTHATYOU CANNOT RUN A FRIEDEL CRAFTS REACTION WITH NITRO BENZENE THE RATE IS TOO SLOW

I meant to save this for the back page, but since this is line 53 and there are 60 lines to a page, I will put it here.

I have openings in Regular Dipny, Absoulute Diplomacy, and the Trader Variet. I will exlain these next issue.

Next issue will be out on or about June 10, and will have in it an explanation of why I picked BRE' AND REEFER as a name for my 'zine, a discussion on GM ethics, 'Zine reviews, and a rather unusual Horoscope.

I have given some thought to what I said on the front page and I have decided that letters will be rewarded at the rate of 10¢ per printed page. This is to keep me from loosing money at too fast a rate, since I plan on printing alot of letters.

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+++++  
I would like to dedicate this issue to my mother. Since this issue is dated Mothers Day, it is only appropriate. Also, she lent me the money to buy my Mimeo.  
+++++

Personal Note:

DEAR CRAIG,

DO YOU WANT TO TRADE? ALSO, DO YOU WANT  
TO PLAY IN AN ALL-M GAME OR IN AN "OPEN"  
GAME. IF YOU WANT TO PLAY, SEND ME A  
PREFERENCE LIST + DEPOSIT. PLUG ME PLEASE!

SINCERELY,

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ROY SMITH

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